



Disney · PIXAR



THE NEW CARDS COLLECTION

ON BOARD!

A TWO-STEP BOARD GAME



2 SURPRISING STORIES



MUST-HAVE STICKERS



**A NEW SERIES
OF FANTASTIC
STICKERS TO
COLLECT!**



YOUR NEW CARD COLLECTION BEGINS HERE!

With this series of cards, which runs from issues 135 to 138, you can play three games:
Tire Hunt, Match Up, and Oil or Gas.



TIRE HUNT

A game for 2 players, with 2 variations.

Variation 1: Each player gets from 4 to 8 cards.

Object: To guess the positions of all 4 tires on each of your opponent's cards.

How to play: Both players pick one of their cards without showing it to their opponent. Take turns naming a pair of coordinates (one letter and one number, for example: A1) as you try to identify the positions of the tires on your opponent's card. Confirm hits and misses and write the results on a sheet of paper. The first

player to guess the positions of all 4 tires wins the card and sets it aside. Continue until all the cards have been played.

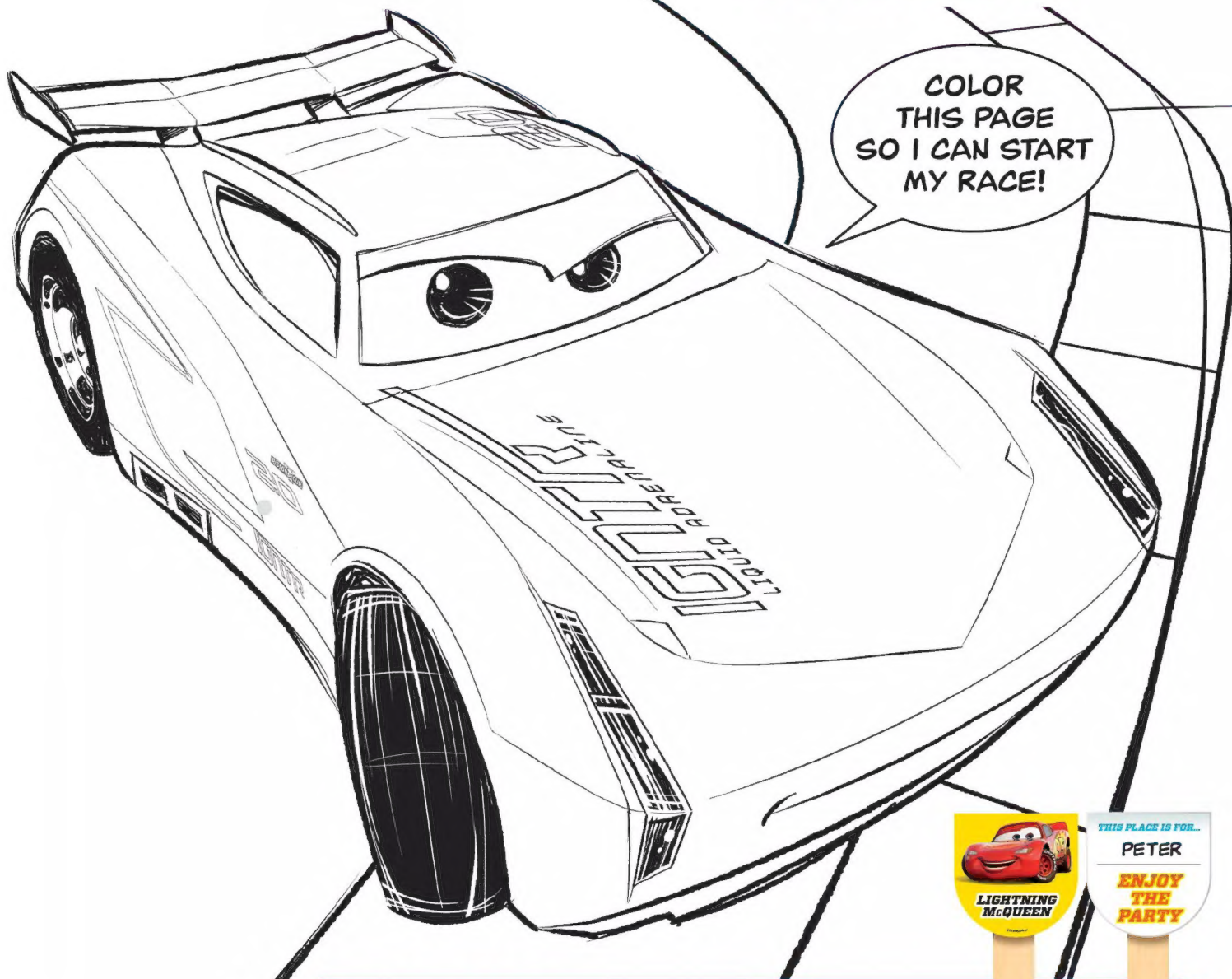
Variation 2: Each player gets a maximum of 24 cards. Proceed as in Variation 1, but to win your opponent's card you only need to guess the position of 1 tire.

And the winner is . . . the first player to capture all of his or her opponent's cards, in either variation of the game.

YOU'LL FIND THE COLLECTION'S FIRST 8 CARDS ON PAGE 35,
AS WELL AS THE RULES FOR THE MATCH UP GAME.

HAVE FUN!

WELCOME TO THE WORLD OF CARS MAGAZINE!



AWESOME PLACE CARDS

PAGES 30 31

CREATE THIS COOL GADGET
FOR YOUR NEXT PARTY!

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ON THE SCENE...PAGE 04

COMICS.....PAGES 08 22

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MACK

MACK - MACK SEMITRAILER

COUNTRY: U.S.A

SKILLS: Mack is Lightning McQueen's close friend, confidant, and sounding board. He's reliable, always there and ready to roll.

FEATURES: The wind deflector on Mack's roof resembles a trucker's cap. He has a dog-shaped ornament on his hood.



U.S.A.

#53

NEW JOURNEY, NEW ADVENTURE

Mack is the faithful and friendly truck that's in for the long haul whenever Lightning McQueen needs him. There's high adventure in store when the two of them hit the road!



MASTER OF DISGUISE

Mack likes to think of himself as an expert at masking his true identity – and we have to agree with him.



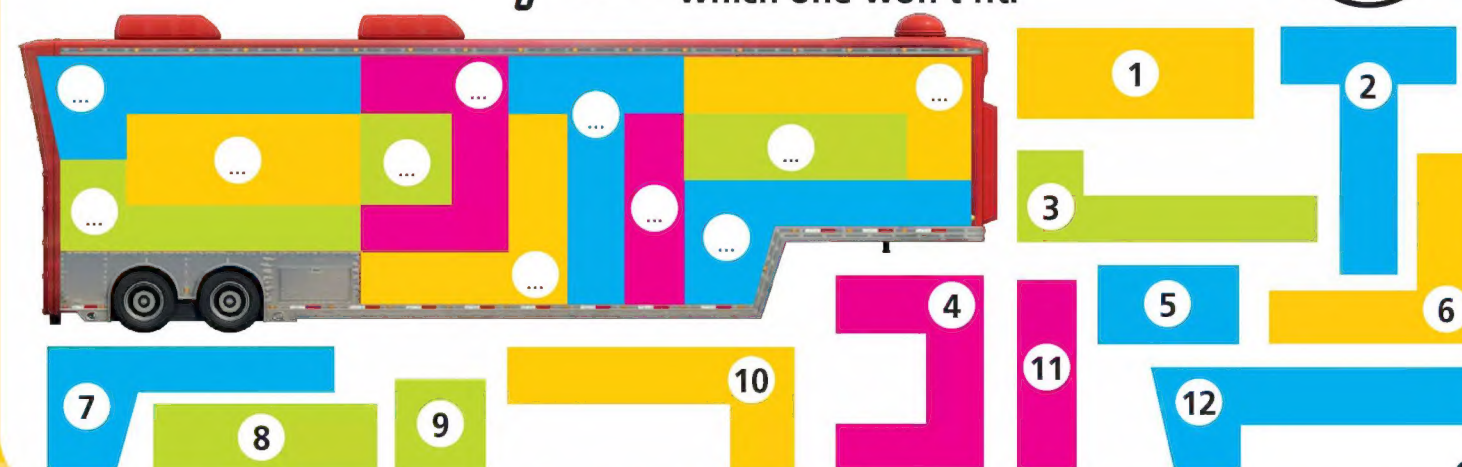
BACK HOME

At the end of every adventure, Mack hauls his pal back to Radiator Springs for a relaxing break until it's time to set out once again.

I'M STUFFED!

Mack's got a spacious trailer in tow, but there's not enough room for one last piece. Spot the ones he's already loaded to find out which one won't fit.

EXTRA PIECE



THE GREAT MACK



1 THE RIGHT ROUTE

Help Mack find his way to the goal.
At each stop sign, follow the direction of the arrows below.



START



2 EVERYBODY READY?

Mack needs to load on Lightning, Cruz, Luigi, and Guido.

Follow the only path that leads to all of them.

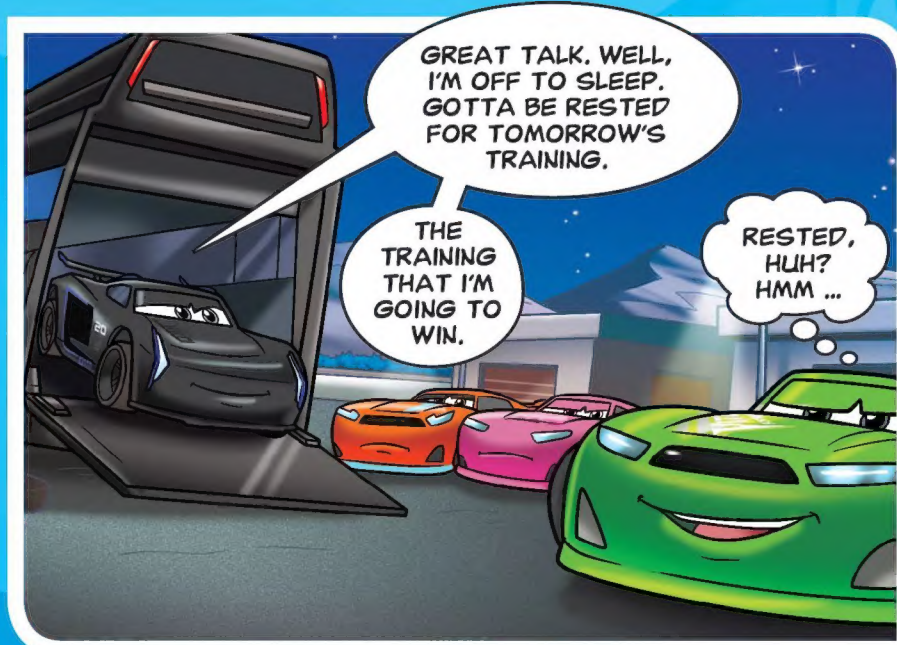
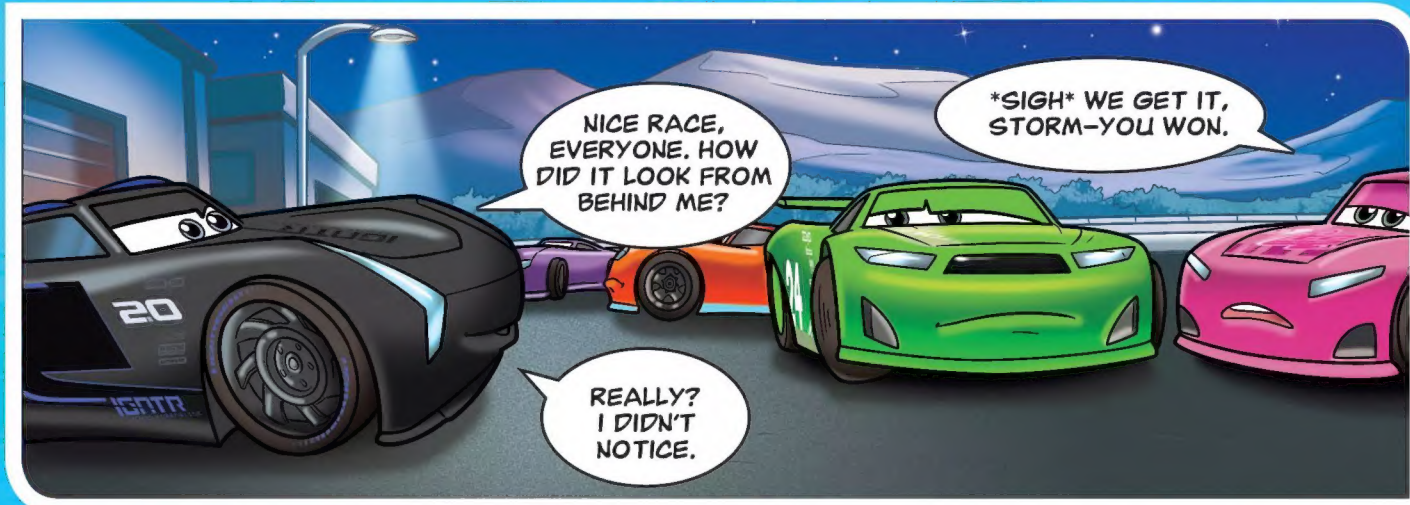


START



FINISH

SWEET DREAMS, STORM!



TIME: 11:00 PM

ZZZZZ!



RRUUUMBBLEEE

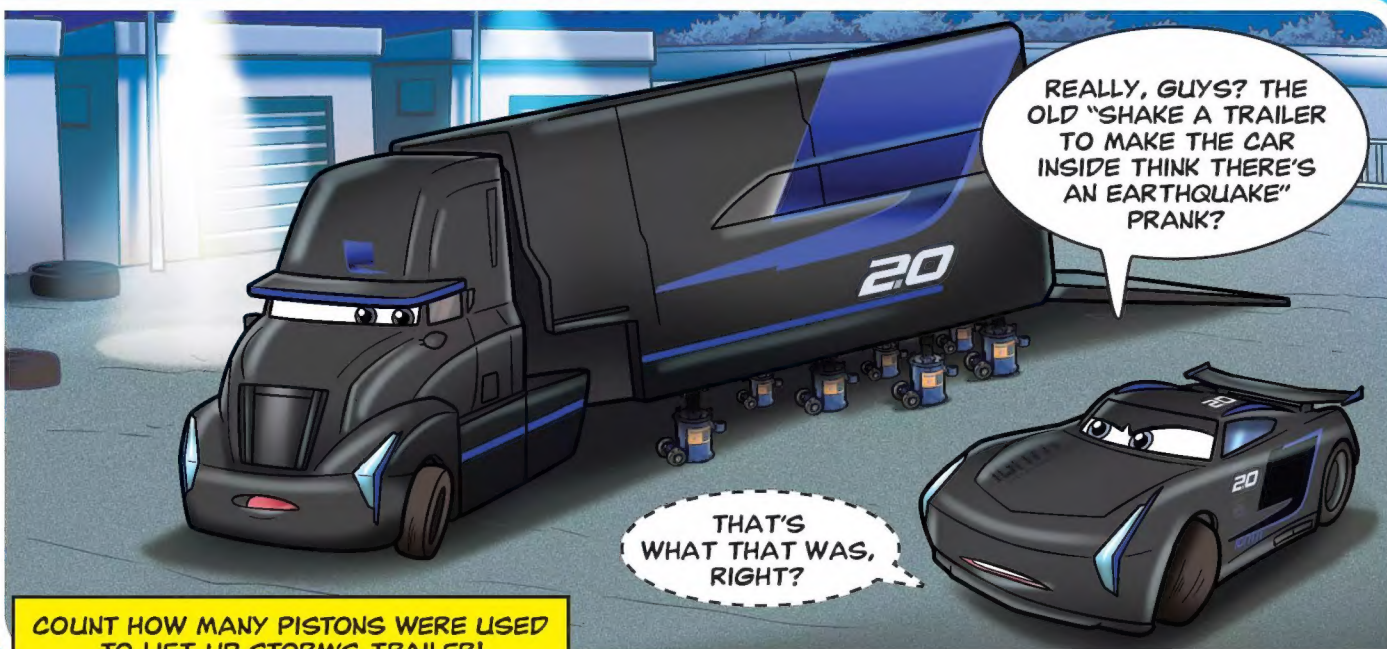
AH! UH! OH!
EARTHQUAKE?!



REALLY, GUYS? THE
OLD "SHAKE A TRAILER
TO MAKE THE CAR
INSIDE THINK THERE'S
AN EARTHQUAKE"
PRANK?

THAT'S
WHAT THAT WAS,
RIGHT?

COUNT HOW MANY PISTONS WERE USED
TO LIFT UP STORM'S TRAILER!



TIME: 1:00 AM

UNZ
UNZ
UNZ



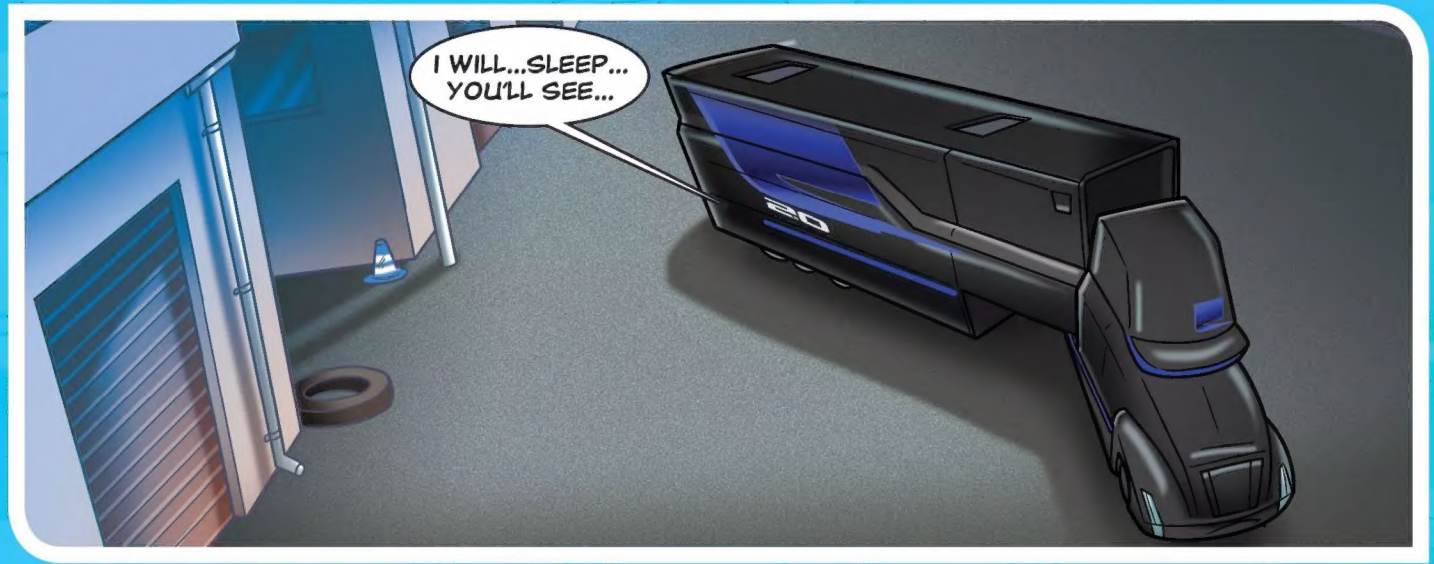
AAAAH!



ANSWER: THERE ARE 7 PISTONS!



- 1  ANGRY
- 2  HAPPY
- 3  ALARMED



ALWAYS TRAVELING

1 WHICH WAY?

It's time to get back on the road. But these rusty signs are hard to read. Help Mack and Lightning complete the names of each destination by matching up shapes and colors!



1

← THUND [rusty] LOW

ZE RACI

A

...

2

[rusty] IDA 500 →

RADI

B

...

3

RUSTE [rusty] NG CENTER →

ASVI

C

...

4

← THOM [rusty] LLE

ER HOL

D

...

5

[rusty] ATOR SPRINGS →

FLOR

E

...

2 ONE, TWO ... TRIP!

Traveling with Mack is a great way to admire some spectacular views. Match up the sections of the 4 shots below and write the letters in the blanks.

1



2



A



B



C



D



E



F



G



H



I



J



K



L



3



4



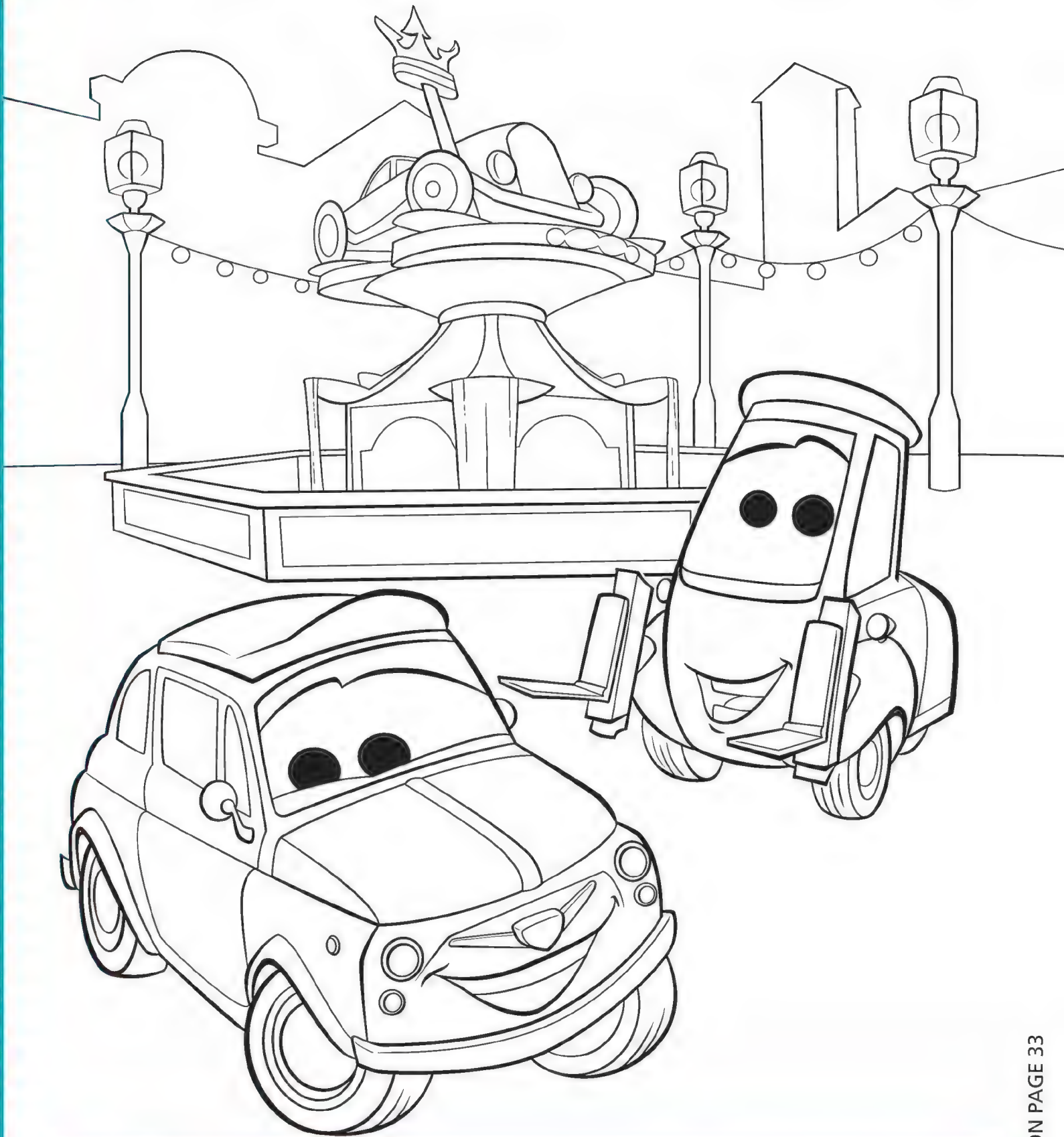
HAPPY MEMORIES

Mater loves flying, and it's twice as much fun when his pal Lightning is on board with him.



Color this scene any way you like.





ITALIAN VACATION

Luigi and Guido send us greetings from their home country, Italy.



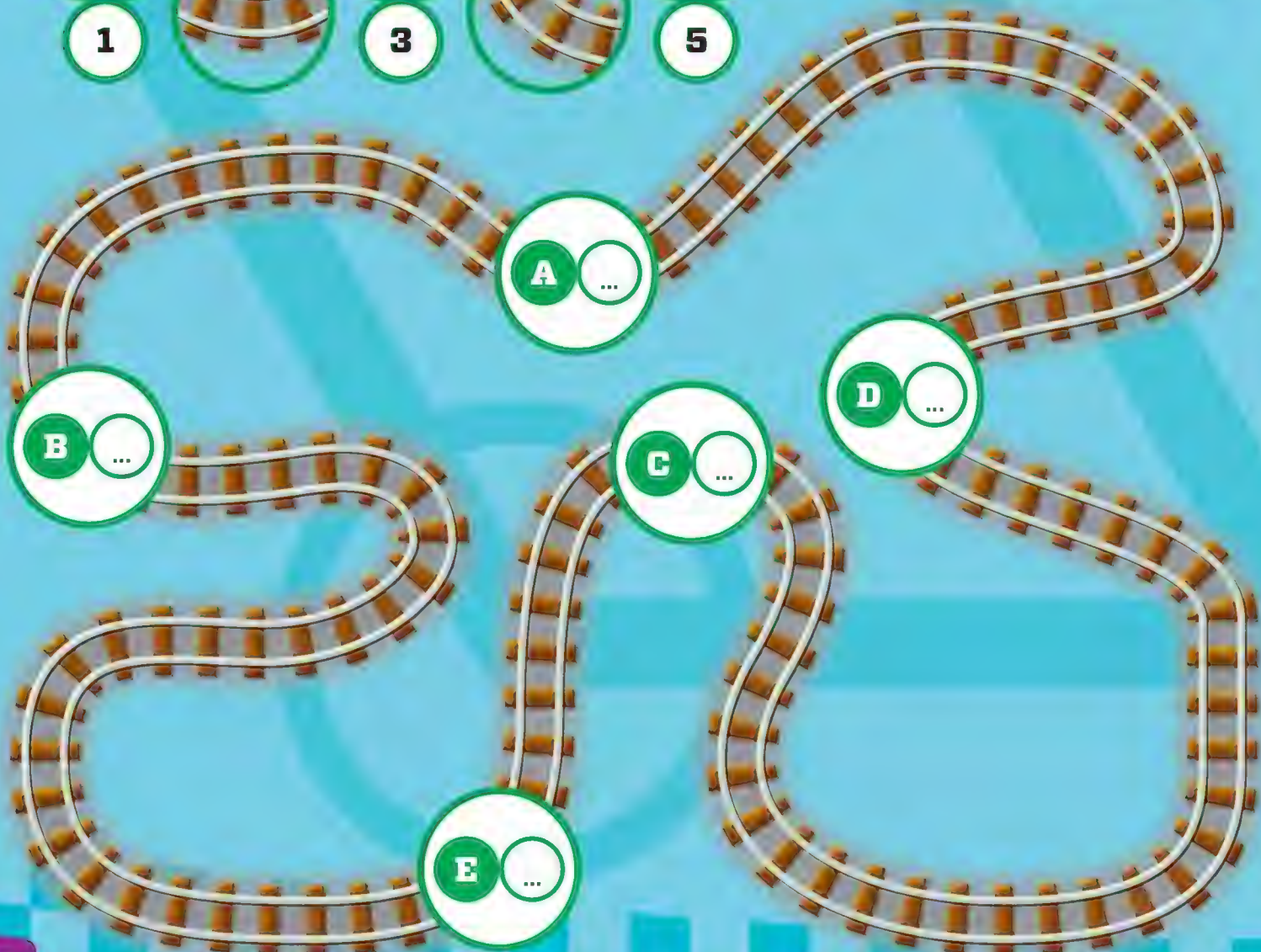
Color the piazza in Carsoli, then spot these details on this page and on page 14.



TRAVEL ALTERNATIVES

1 TRAIN TRACKS TO FIX

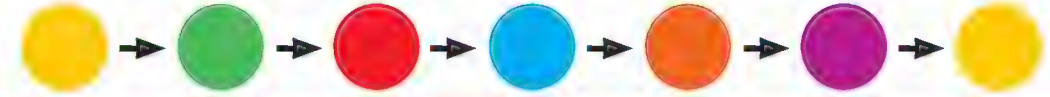
Take a ride with Geargrinder to experience all the thrills of the railroad. Match up the 5 missing pieces of track and write the numbers in the blanks.



2 ON THE FLY

How about a plane ride with Barney? Follow the sequence of colors shown and move from start along the flags to find the letters needed to complete the biplane's name!

SEQUENCE



B A R N E Y S

Disney · PIXAR



PISTON CUP



**DARRELL
CARTRIP**



R S N

RACING SPORTS NETWORK

AROUND THE WORLD

1

SOUVENIR PHOTO

Mater and Lightning have made it to Paris, but there are 8 differences in these 2 scenes. Spot them all!



2

YOUR COUNTRY'S COLORS



Every country has its own flag. To find out which flag is which, follow the paths that spell each country's name and write the missing letters in the blanks.



SWEET TEA'S DEBUT

A SHOW IS ON AT THE COTTER PIN...

WHAT A VOICE!
AND WHAT STAGE
PRESENCE!

CAN YOU COUNT ALL
THE MUSICAL NOTES?

SHE'S SO SURE
OF HERSELF. I
WISH I HAD HER
CONFIDENCE!

RIGHT? YOU'D NEVER GUESS
THAT SWEET TEA USED TO GET
SO NERVOUS THAT SHE MADE
THE STAGE VIBRATE WITH HER
SHAKING.

REALLY?!

SURE! HER
DEBUT WAS
COMPLETELY
UNEXPECTED. IT ALL
HAPPENED SOME
YEARS AGO...

ANSWER: THERE ARE 7 MUSICAL NOTES!

"... RIGHT BEFORE
A RACE!"

BAD NEWS.
THE SINGER
IS STUCK IN
TRAFFIC, SO NO
ANTHEM
TODAY.

WHAT
A SHAME.
THAT'S ONE OF
MY FAVORITE
PARTS OF THE
RACE!

YEAH! IT
HELPS PUMP
ME UP.

DU-DE-
DUM!

DU-DE-
DUM!

HM... I MIGHT
HAVE AN
IDEA!

SWEETIE, IT'S
YOUR LUCKY
DAY!

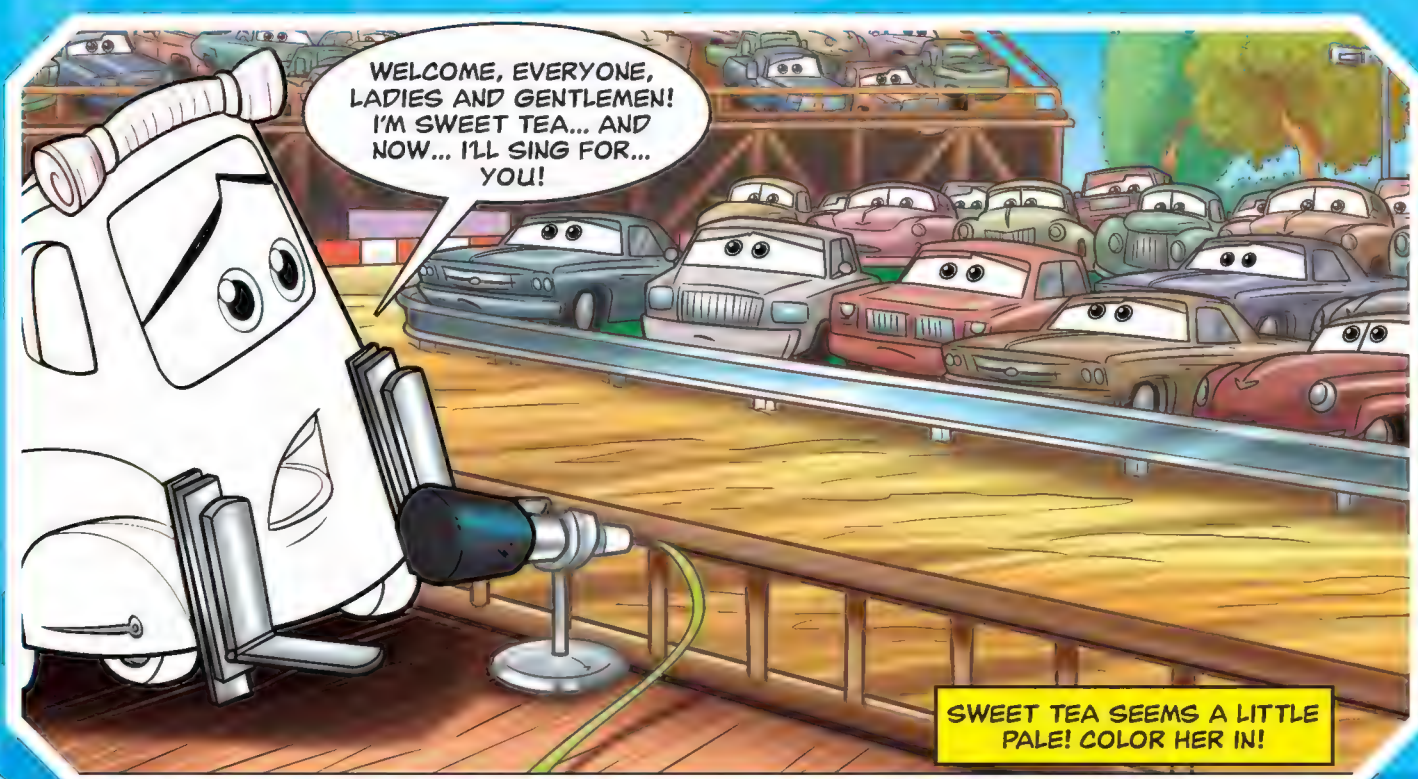
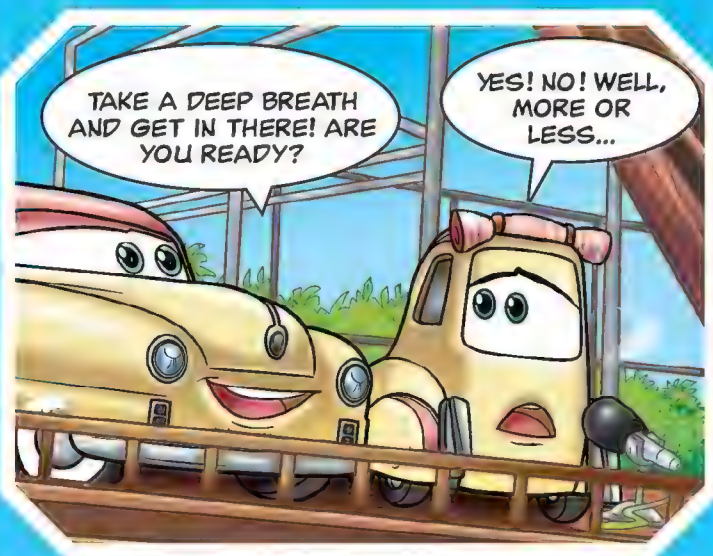
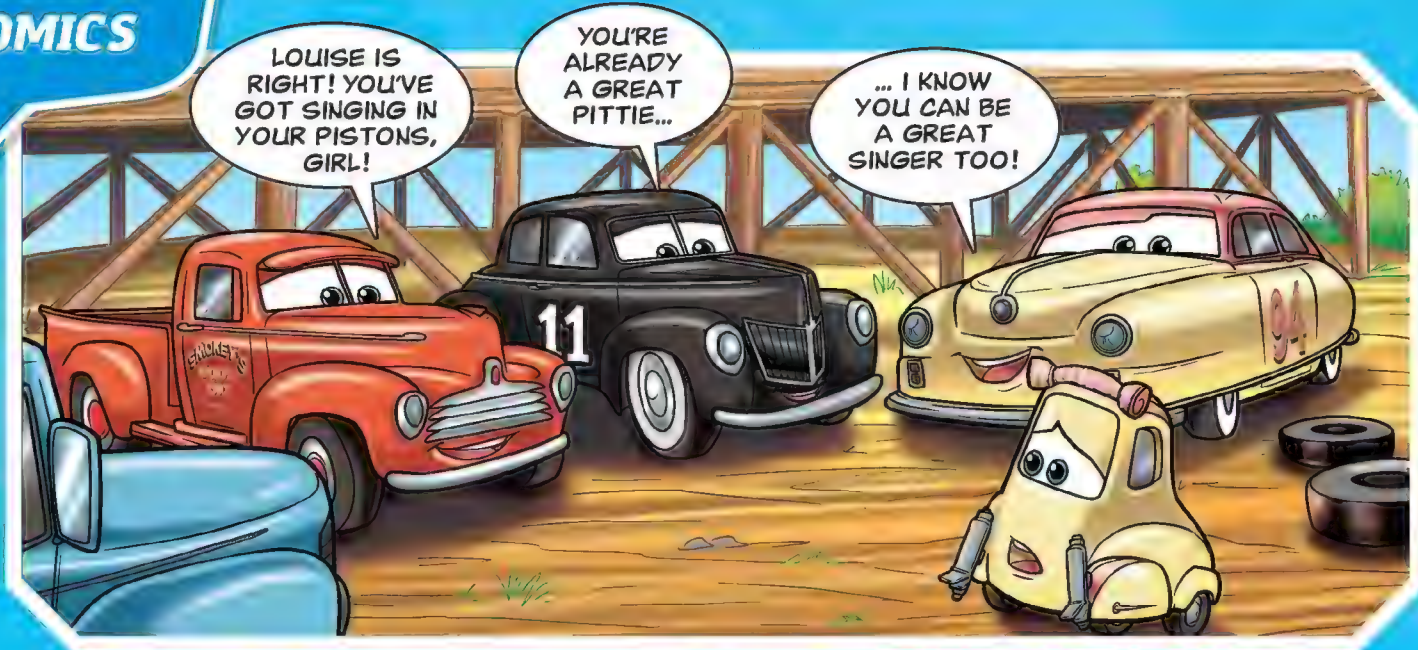
?!

WE NEED
SOMEONE TO SING THE
ANTHEM BEFORE THE
RACE. AND YOU HAVE A
WONDERFUL VOICE.

SING?! IN FRONT OF
EVERYONE? I'LL NEVER
BE ABLE TO DO IT!

I'D BE
TOO NERVOUS!
WHAT IF I SING A
WRONG NOTE?

COME ON! YOU'RE
ALWAYS PRACTICING!
AND WE ONLY GET
BETTER BY PUTTING
OURSELVES TO THE
TEST!



"I WAS IN THE AUDIENCE THAT DAY. WHEN I HEARD SUCH A POWERFUL, CONFIDENT VOICE FROM THAT YOUNG CAR, WHO LOOKED SO THRILLED..."



ONE MEMBER OF THE BAND SEEMS TO HAVE A FAMILIAR FACE! DO YOU RECOGNIZE HIM?

"... I DECIDED TO HIRE HER ON THE SPOT!"

AND SHE'S BEEN THRILLING THE CROWDS EVER SINCE!

OOOOOOHHHH!!!!

THE END

PICK UP AND RACE

Team play is the key to winning.
Here's a two-step challenge for
you and your friends to enjoy.

USE TOY CARS OR FIND
4 TOKENS—AND A DIE—TO CUT
OUT ON PAGE 33.

HOW TO PLAY

A game for 2 players.
One competes with Mack and Lightning,
the other with Gale and Storm.

Object: To be the first to complete both
travel and race phases.

How to play: Place your truck tokens on your
respective starting positions, then take turns
rolling the die and moving according to the
number. Follow the instructions that you
land on. When you catch up to your racers,

stop and load them on board by placing their
tokens on top of your truck tokens. Then
haul them to the racetrack. In the section
that follows, at each roll you move 1 less
space than the number shown on the die (-1).

When you reach the **ON TRACK** spaces, stop
the truck and follow the arrows to place your
racers on the racetrack. From here on, add
the value shown on the spaces you land on
to the number you roll (+1 or +2).

And the winner is . . . the first player to cross
the finish line.



READY TO GO?

1

LUGGIN' LUGGAGE

Luigi and Guido are about to set out on their summer vacation, but first they need to make sure their luggage is in order.

Give them each 2 more bags to reach the weight they say they'll carry.



LUIGI

GUIDO

A ...

$$2 \text{ KG} + \dots + \dots = 10$$

B ...

$$3 \text{ KG} + \dots + \dots = 8$$

2

STRATEGIC STATIONS

On a long trip, travelers should take the roads where they can fill up when they need to.

Use the legend to find out which paths lead back to home without the risk of running out of gas, and cross them off.

LEGEND



START

HOME



START

HOME



START

HOME



START

HOME



START

HOME



SEAT MARKERS



CAN I
COME TO YOUR
PARTY?



YOU'LL NEED:

- ☐ Craft sticks
- ☐ Safety scissors
- ☐ Glue stick
- ☐ Modeling compound
- ☐ Felt-tip pen



1

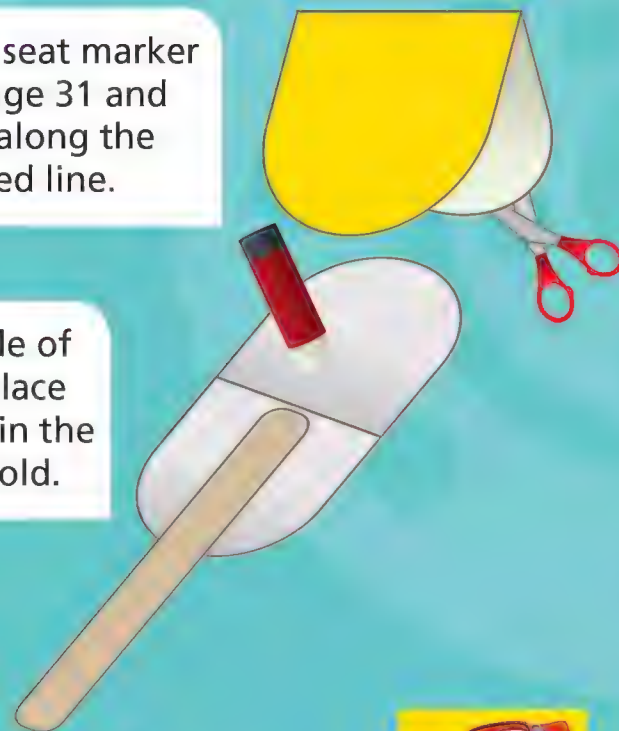
Cut out a seat marker
from page 31 and
fold it along the
dotted line.

2

Write your guest's
name on the back.

3

Apply glue to the inside of
the seat marker and place
one end of a craft stick in the
middle, as far as the fold.



4

Close along the
fold and glue the
2 halves together.

5

Make a
small ball of
modeling
compound (1)
and slightly
flatten it (2).

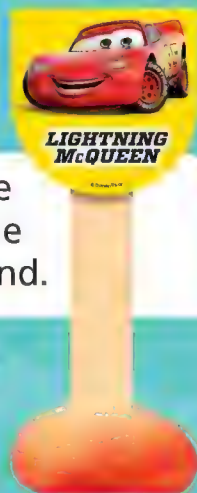
1

2

6

Finally, insert the
craft stick into the
modeling compound.

**YOUR SEAT
MARKER
IS READY!**



REMEMBER: ASK AN ADULT FOR HELP WITH SCISSORS!

ENJOY
THE
PARTY

THIS PLACE IS FOR...



**LIGHTNING
McQUEEN**

ENJOY
THE
PARTY

THIS PLACE IS FOR...



**CRUZ
RAMIREZ**

ENJOY
THE
PARTY

THIS PLACE IS FOR...



**JACKSON
STORM**

ENJOY
THE
PARTY

THIS PLACE IS FOR...



MATER

ENJOY
THE
PARTY

THIS PLACE IS FOR...



SALLY

ENJOY
THE
PARTY

THIS PLACE IS FOR...



FILLMORE

Before you cut out this page, play the game on page 32!

PLAY WITH SHERIFF

1

ROAD SIGNS

A guy like Sheriff needs to know what every single road sign means.



Put yourself to the test: Spot this sequence among the road signs below. It appears twice horizontally, twice vertically, and twice diagonally.



GAME SOLUTIONS

PAGE 5

I'M STUFFED

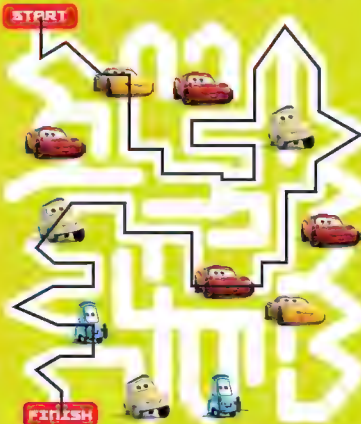
EXTRA PIECE = 5

PAGES 6-7

1 THE RIGHT ROUTE



2 EVERYBODY READY?



PAGE 12

1 WHICH WAY?

ANSWERS:

A=3 - B=5 - C=4
D=1 - E=2

PAGE 13

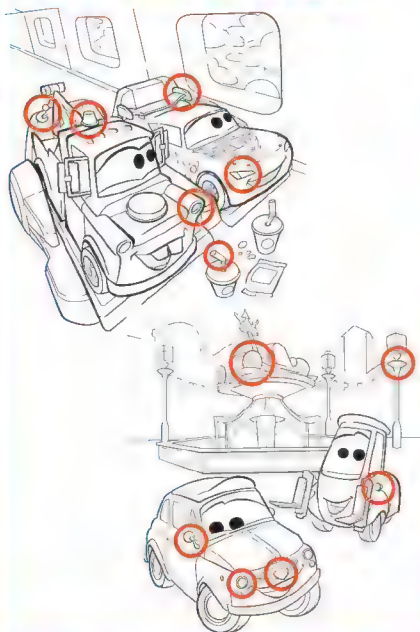
2 ONE, TWO... TRIP!

ANSWERS:

1 = E-D-B 2 = I-H-C
3 = A-F-K 4 = G-L-J

PAGES 14-15

HAPPY MEMORIES



PAGES 16-17

1 TRAIN TRACKS TO FIX

ANSWERS:

A=2 B=4 C=1 D=5 E=3

2 ON THE FLY

ANSWERS:

BARNEY STORMIN

PAGES 20-21

1 SOUVENIR PHOTO



2 YOUR COUNTRY'S COLORS

ANSWERS:

ENGLAND FRANCE
ITALY JAPAN

PAGES 28-29

1 LUGGIN' LUGGAGE

ANSWERS:

LUIGI A+C+F = 10
GUIDO B+D+E = 8

2 STRATEGIC STATIONS

ANSWERS:

1 - 3 - 5

PAGE 32

1 ROAD SIGNS

ANSWERS:



LET'S PLAY!



Cut out the tokens and die to play the game on pages 26-27.



IN THE
NEXT
ISSUE

FABULOUS LIGHTNING McQUEEN

IT'S TIME FOR MENTORSHIP



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Disney Pixar Cars

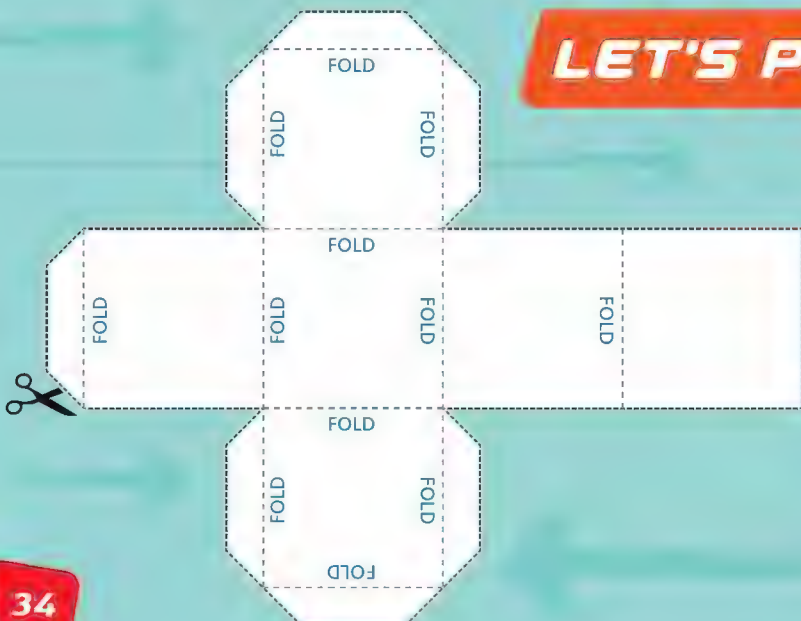
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LET'S PLAY!



Cut out the tokens
and die to play the
game on pages 26–27.



PLAYING CARDS

COLLECT AND PLAY!



OIL

LIGHTNING - A

	1	2	3	4
A				
B				



GAS

LIGHTNING - B

	1	2	3	4
A				
B				



OIL

MACK - A

	1	2	3	4
A				
B				



GAS

MACK - B

	1	2	3	4
A				
B				

MATCH UP
A game for 2, 3, or 4 players.
Object:
To match pairs of character cards.
How to play:
Shuffle the cards and place them facedown.
The youngest player goes first. Take turns turning over 2 cards at a time. If the characters match, the player keeps the cards and takes another turn. If the cards do not match, put them back where they were, and it's the next player's turn. Play until all the cards have been picked up.

And the winner is . . . the player with the most cards at the end of the game.



OIL

CHICK - A

	1	2	3	4
A				
B				



GAS

CHICK - B

	1	2	3	4
A				
B				



OIL

THE KING - A

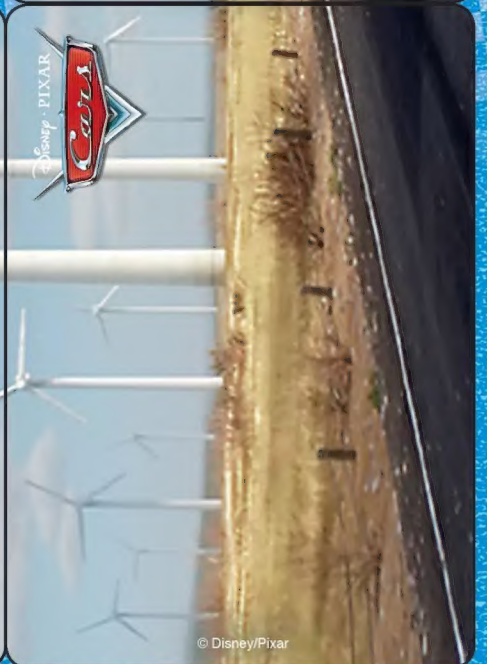
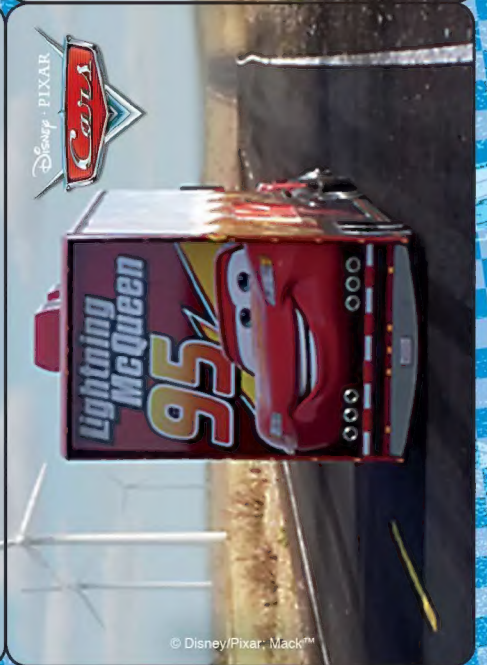
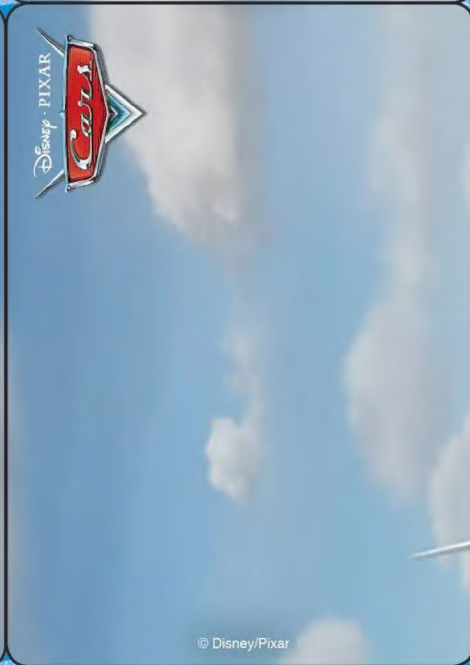
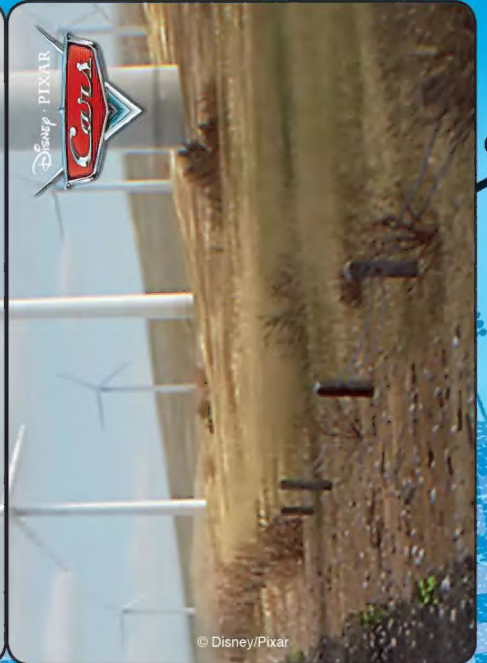
	1	2	3	4
A				
B				



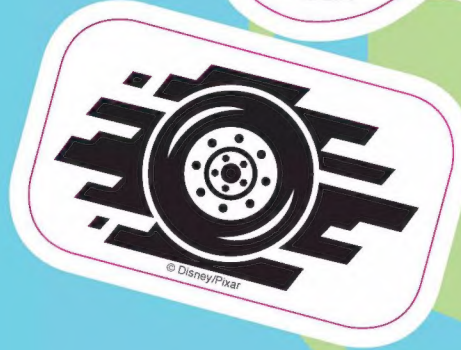
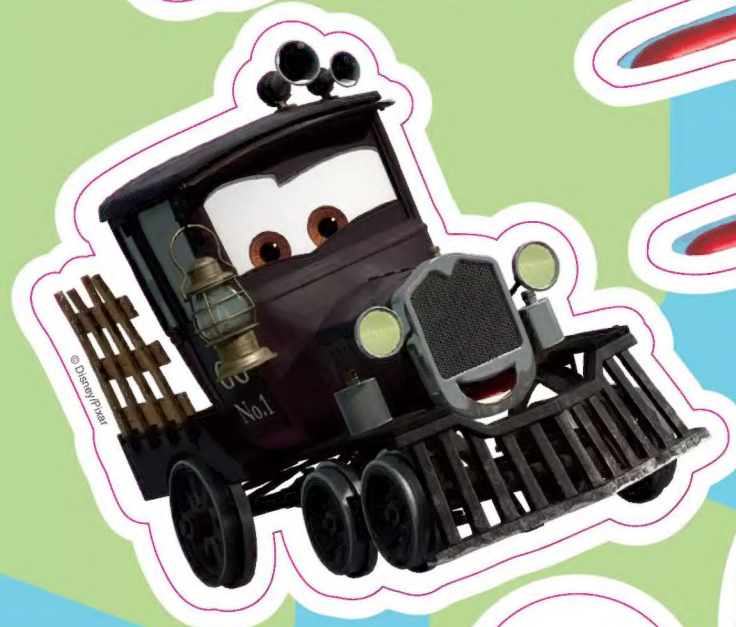
GAS

THE KING - B

	1	2	3	4
A				
B				



STICKERS



GREEN GIANT



*LIKE IT?
BUY IT!*

